




Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
1 level: light. (1x)-1y-(p)-2x=inv+ with y support 2level: sound Cuebids: good raise with support Responses 1-level: F1, 2 level: constructive
1 NT overcall (2ND/4TH; Responses; Reopening)
15-18 1NT=two unbid suits if passed hand and opps have bid 2 suits
Jump Overcalls (Style; Responses; Unusual NT)
2dia after 1m opening(opps)= both M, 2NT= two lowest unbid Leaping michaels vs weak 2 and multi
Direct and Jump Cue Bids (Style; Responses)
Over 1cl/1dia: 2cl=nat, 2dia= both M, 2M= nat and normally like weak 2, if partner already have bid pass 2M can be everything
VS. NT (vs. Strong/Weak; Reopen: PH)
VS strong NT: X= strong 2cl=both M 2dia= H or SP 2H/SP= 4(+)-card and(normally) longer sidesuit in minor Don't in 4 th seat and when passed hand; X=one(unspecified)suit 2cl= clubs and one unspecified suit 2dia= dia and one unspecified suit 2H= hearts and spades 2SP= nat(worse than X and bid 2SP)
VS weak 1NT(<12-14) X="balanced" opening or good hand(also against 12-14NT) 2cl=both M, 2 dia= H or SP and weak, 2H/SP=natural, constructiv
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
T/O dbl Leaping Michaels Cuebid; ask for stopper or michaels
VS. Artificial Strong Openings
VS strong club/strong 2CL: Yeslek
Over Opponents' take out double
Rdbl:(9)10+HCP, 1-over-1=F1, 2-over-1=NF 2club after 1M-(X)=good raise in M, normally 8+ and 3 cards+

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 rd /5 th top of nothing may happen, top of sequenses	3 rd /5 th	
NT	3 rd /5 th top of nothing may happen, top of sequenses	3 rd /5 th if supportet high denies high c in the suit	
Subseq	Normally attitude when opening new suit		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	<u>A</u> K/AKx/AKxx(x)	AK/AKx/AKxx(x)	
King	<u>K</u> Q/KQJ(x)/KQT(x)	KQ/KQJ(x)/KQT(x)	
Queen	AQJ(x)/QJ(x)/QJT(x)	AQJ(x)/QJ(x)/QJT(x)	
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)	
10	HT9x/AQT(x)/T9x	HT9x/AQT(x)/T9x	
9	H9x/9xx/T9	H9x/9xx/T9	
X	Hxx/xxx(x)	Hxx/HT9x/xxx(x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Enrg/diserg	(Count)	Enrg/discard
2 nd	(count)	S/P	(count)
3 rd	S/P		
NT:	Enrg/discrd	Smith Peter	Enrg/diserg
2 nd	(count)	(count)	(count)
3 rd	S/P	S/P	S/P
Signals (including Trump's): Smith Peters vs NT= Low likes Low=odd number or enrg, High= Even number or discrg. Count only when we want to. Signal vs trump= S/P			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Light style, also reopening			
Special, Art and Comp Dbl/Rdbl's			
Support dbl/rd, responsive dbl, neg dbl, comp dbl, lightner dbl 1m-(1H)-X=4+ SP, 1SP=max 3SP 1cl-(P)-1dia(H)-(X)-XX=suggestion to play			

System Card		
		
WBFF		
System:		
Players	Torild Heskje	Tove Haugen
System Summary		
General Approach and Style		
5card M, 4card dia, transfer responses after 1c(2+) opening. May have longer dia after opening 1 club. 2-over-1: GF, exopt 2club(after 1M): nat GF or may be good raise in M. (14)15-17NT. May have 5c M, 6c m, singleton, 5-4		
Special bids that may require defence		
1cl-1dia/1heart= transfer 1cl-1sp= dia or 6-10NT 1cl-2cl= 6+ dia weak 1m-2dia=6+H (4)6-9 or GF, 1m-2H=6+S (4)6-9 Or GF 1m-2S= inv+w/support 1cl-2NT=5+support ca 2-8 1cl-3cl=9-11 w/5+ support 1dia-3cl=weak w4+/support ca 2-8 1dia-3dia=9-11 w/support		
Special forcing pass sequences		
Standar neg X, Classical forcing pass when GF, in unclear or competitive poitions x= extra pass=pass		
Important notes that don't fit		
Psychics		
Rare		

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	4H	Could open light if distributional,(11) 12+ hcp with balanced hands	Transfer responses at one level 1SP= dia or 6-10NT, 1NT= 11-12hcp. 2CL=diamond 6+ weak 2D/H= 6+H/SP 5-9 or 13+ 2SP=inv+ with club support,2NT 5+cl supp(2-8) 3cl=9-11hcp, 5+ club support, 3D/H/S= nat(7+)<7hcp	1cl-1dia-1H= 4H if 11-12 or 3 H any 1cl-1dia-2H= 13-14 with 4+H support XYZ and XYNT	
1♦		4	4H	As above	2cl=nat GF, 2D/H=6+ H/SP 5-9 or 13+ 2SP=inv+ with 4+support, 3C=4+ support (2-8hcp) 3D=9-11, 3M=nat 7+suit <7hcp	XYZ and XYNT	1D-2CL=NF
1♥		5	4H	As above	1NT=F1 (if passed first, 1NT=NF), 2cl= nat GF or (9)10-12hcp with H supp. 2NT=4+H FG. 2SP= minisplinter in one m, 3D=limit, 3H="preempt" (<9) 3SP/4m=void	After 2NT: 3c/3d/3s=cuebid 3H=min, 3NT 18-19, 4 level=void	1H-2C=3 card sup, inv+ 1H-2D=4 card support, inv+ 1H=2NT balanced inv
1♠		5	4H	As above	1NT=F1 (if passed first, 1NT=NF) 2C=nat GF or (9)10-12hcp with spade supp, 2NT=FG 4+SP, 3C=minisplinter in one m, 3D=limit, 3H=minisplinter, 3SP="preempt" (<9hcp) 4x=void	As after 1H opening. 3SP= min	As after 1H opening
1 NT			4H	(14)15-17hcp (5M,6m/5-4,x)	2cl=stayman 2d/h=transfer, 2SP=transfer to dia or slamtry in one minor, 2NT=transfer to clubs or slamtry with both minors. 1NT-3C/D=6+suit and normally HHxxxx+, 3M=shortness	3cl= asking for further dis, 3dia after 2D/H/SP from opener (after stayman) is slamtry in one minor	
2♣	x			Strong. 20hcp+ or weaker with playing tricks	2D=weak or waiting bid Other bid is nat, positive hand. 2NT=5+/5+ in minor GF+	Second negative	
2♦		(5) 6		(5)6-10	2NT= asking for strength, 2M/3C=not forcing 3M=F1	Can be very weak 3 seat, especially green vs red	
2♥		(5) 6		(5)6-10	2NT= asking for strength, 2SP/3m= NF, 3SP=F1	Same as 2D	
2♠		(5) 6		(5)5-10	2NT=asking for strength, 3m=NF, 3H=F1	Same as 2D	
2 NT				20-21	Muppet stayman, transfers 4c=slamtry H, 4d=slamtry spades, 4H=slamtry clubs 4SP=slamtry dia	Slam Conventions	
3x		6		Preemptive(2-10)		RKCB 0314, Exclusion RKCB, DOPI/ROPI 5NT in unclear situation: pick a slam	
3NT				1st/2nd seat: running minors	4c/5c= P/C, 4D=ask for shortness, 4NT=ask for length	Splinters Cuebids, After BW answer: the suit over ask for trump Q, After BW answer: 6x ask for 3rd round control	
4♣,♦				Running H/S Nat 3rd hand	4NT=ask for length when M		
4♥,♠		6		Nat to play			
4NT	x			Ask for specific aces	5c=none, 5D/H/SP= that specific ace, 5NT= ace of clubs, 6c=red or black, 6d=minor or major, 6h=c+h or d+s		